

In the Claims:

Claims 24-60 are pending; claims 24, 29 and 45 are amended.

Claims 1-23 are cancelled.

24. (currently amended) A gaming machine having means for effecting a prize draw to award a prize on a non-deterministic basis, and means for determining the probability of the gaming machine winning the prize including means for selecting a period preceding the prize draw and determining the amount wagered on the gaming machine during the selected period after it has elapsed, wherein characterized in that the probability of the gaming machine winning the prize is dependent on ~~at least some of the~~ amount wagered on the gaming machine during ~~an~~ the selected elapsed period.
25. (previously presented) A gaming machine as claimed in Claim 24, wherein the probability is related to the total wagered amount recorded during the elapsed period.
26. (previously presented) A gaming machine as claimed in Claim 24, wherein the elapsed period is a sliding or rolling predetermined period prior to the prize draw.
27. (previously presented) A gaming machine as claimed in Claim 26, further comprising means for recording during the predetermined period amounts wagered on the gaming machine.
28. (previously presented) A gaming machine as claimed in Claim 24, having display means to present a graphical representation of the probability of winning the prize draw.
29. (currently amended) A gaming system comprising:
at least one gaming machine; and
control means connected to said gaming machine(s), said control means being programmed to conduct a series of prize draws in each of which at least one gaming machine has an opportunity to win a prize, said control means being programmed to select a period preceding each prize draw, to determine the amount wagered on at least one of the gaming machines during said selected period after it has elapsed and to determine whether to award a prize wherein the probability of each gaming machine winning the prize is dependent upon ~~at least some of the~~ amount wagered on that and only that gaming machine during ~~an~~ said selected elapsed period.

30. (previously presented) A gaming system as claimed in claim 29, wherein the probability of each gaming machine winning the prize is related to the total wagered amount recorded during the elapsed period.
31. (previously presented) A gaming system as claimed in claim 29, wherein the probability is related to the maximum amount determined to have been wagered on a game during the elapsed period.
32. (previously presented) A gaming system as claimed in claim 29, wherein the elapsed period is a rolling or sliding period of time.
33. (previously presented) A gaming system as claimed in claim 29, wherein the control means is programmed to calculate the probability of each gaming machine winning the next draw for each prize draw.
34. (previously presented) A gaming system as claimed in claim 33, wherein the elapsed period is a predetermined period preceding each draw and the control means is programmed to record the amounts wagered on each gaming machine and calculate the probability of each gaming machine winning that draw from the amount(s) recorded during the predetermined period.
35. (previously presented) A gaming system as claimed in claim 34, wherein the control means is programmed to conduct draws at periodic intervals of time and the period between draws is no greater than the predetermined period.
36. (previously presented) A gaming system as claimed in claim 35, wherein the control means is programmed to calculate the winning probability for each gaming machine from the estimated amount wagered on that gaming machine during the period since the last draw and to calculate the estimated amount on a pro rata basis from the recorded amount of wagers during the predetermined period.
37. (previously presented) A gaming system as claimed in claim 33, wherein the control means is programmed to award a further game to a draw winning gaming machine for determining the actual prize won.
38. (previously presented) A gaming system as claimed in claim 37, wherein the control means is programmed to limit the time allowed for playing the further game to a predetermined period.

39. (previously presented) A gaming system as claimed in claim 37, wherein the prize is a jackpot or one of a plurality of jackpots and the control means is programmed to suspend award of the jackpot(s) until the determination of the further game.
40. (previously presented) A gaming system as claimed in claim 29, wherein the prize is a jackpot pool.
41. (previously presented) A gaming system as claimed in claim 40, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.
42. (previously presented) A gaming system as claimed in claim 39, wherein the control means is programmed to display a graphical representation of the probability of the gaming machine(s) winning the prize.
43. (previously presented) A gaming system as claimed in claim 42 wherein the gaming system includes a plurality of gaming machines and the probabilities are displayed in relative format.
44. (previously presented) A gaming system according to claim 29, wherein the control means is programmed to award the prize on a non-deterministic basis.
45. (currently amended) A method of awarding a prize in a prize draw conducted by a gaming system comprising at least one gaming machine, the method including selecting a period preceding the draw throughout which the amount wagered on at least one gaming machine is to be determined, determining the amount wagered on at least one of the at least one gaming machines during a said selected ~~elapsed~~ period ~~preceding the draw~~ after it has elapsed, and determining whether to award a prize wherein the probability of each gaming machine winning the prize is dependent upon ~~at least some of~~ the amount determined to have been wagered on that and only that gaming machine during said selected elapsed period.
46. (previously presented) A method as claimed in Claim 45 wherein the probability is related to the total amount determined to have been wagered during the elapsed period.
47. (previously presented) A method as claimed in Claim 45 wherein the probability is related to the maximum amount determined to have been wagered on a game during the elapsed period.

39. (previously presented) A gaming system as claimed in claim 37, wherein the prize is a jackpot or

one of a plurality of jackpots and the control means is programmed to suspend award of the jackpot(s) until the determination of the further game.

40. (previously presented) A gaming system as claimed in claim 29, wherein the prize is a jackpot pool.

41. (previously presented) A gaming system as claimed in claim 40, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

42. (previously presented) A gaming system as claimed in claim 39, wherein the control means is programmed to display a graphical representation of the probability of the gaming machine(s) winning the prize.

43. (previously presented) A gaming system as claimed in claim 42 wherein the gaming system includes a plurality of gaming machines and the probabilities are displayed in relative format.

44. (previously presented) A gaming system according to claim 29, wherein the control means is programmed to award the prize on a non-deterministic basis.

45. (currently amended) A method of awarding a prize in a prize draw conducted by a gaming system comprising at least one gaming machine, the method including selecting a period preceding the draw throughout which the amount wagered on at least one gaming machine is to be determined, determining the amount wagered on at least one of the at least one gaming machines during a said selected ~~elapsed~~ period ~~preceding the draw~~ after it has elapsed, and determining whether to award a prize wherein the probability of each gaming machine winning the prize is dependent upon ~~at least some of~~ the amount determined to have been wagered on that and only that gaming machine during said selected elapsed period.

46. (previously presented) A method as claimed in Claim 45 wherein the probability is related to the total amount determined to have been wagered during the elapsed period.

47. (previously presented) A method as claimed in Claim 45 wherein the probability is related to the maximum amount determined to have been wagered on a game during the elapsed period.

48. (previously presented) A method as claimed in Claim 45, wherein the elapsed period is a rolling or sliding period of time.
49. (previously presented) A method as claimed in Claim 45, including the step of conducting a series of prize draws and, prior to each prize draw, calculating the probability of each gaming machine winning that draw.
50. (previously presented) A method as claimed in Claim 49, wherein the elapsed period is a predetermined period preceding each draw, further comprising the steps of recording amounts wagered on each gaming machine and calculating the probability of each gaming machine winning that draw from amount(s) recorded during the predetermined period.
51. (previously presented) A method as claimed in Claim 50, wherein the draws are conducted at periodic intervals of time, the period between draws being no greater than the predetermined period.
52. (previously presented) A method as claimed in Claim 51, wherein the winning probability for each gaming machine is calculated from the estimated amount wagered on that gaming machine during the period since the last draw, the estimated amount being calculated on a *pro rata* basis from the recorded amount of wagers during the predetermined period.
53. (previously presented) A method as claimed in Claim 49, further comprising the step of awarding to a draw winning gaming machine a further game to determine the actual prize won.
54. (previously presented) A method as claimed in Claim 53, wherein the time allowed for playing the further game is limited to a predetermined period.
55. (previously presented) A method as claimed in Claim 53, wherein the prize is a jackpot or one of a plurality of jackpots, the method further comprising the step of suspending the jackpot(s) until the determination of the further game.
56. (previously presented) A method as claimed in Claim 45, wherein the prize is a jackpot pool.
57. (previously presented) A method as claimed in Claim 56, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

58. (previously presented) A method as claimed in Claim 45, further comprising the step of displaying a graphical representation of the probability of the gaming machine(s) winning the prize.

59. (previously presented) A method as claimed in Claim 58, wherein the gaming system includes a plurality of gaming machines, and the probabilities are displayed in relative format.

60. (previously presented) A method as claimed in Claim 45, wherein the gaming system is programmed to award the prize on a non-deterministic basis.